The Legend of Heroes™ II
Prophecy of the Moonlight Witch™
EVERYONE 10+
E
10+
CONTENT RATED BY ESRB
BANDAI NAMCO Games

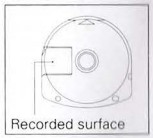
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP (PlayStation®Portable) entertainment system before use. Retain both this software manual and the instruction manual for future reference.

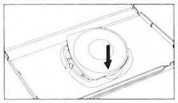
Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play. • Do not use the system when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

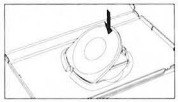
• This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.


Recorded surface



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

"PlayStation" and the "PS" Family logo are registered trademarks and "PSP" and "UMD" are trademarks of Sony Computer Entertainment Inc. "Memory Stick Duo" and "Memory Stick PRO Duo" are trademarks of Sony Corporation.

ULUS 10125

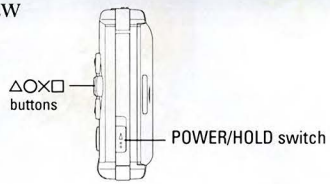
Table of Contents

GETTING STARTED 2
STARTING UP 3
THE SCREEN 4
BATTLES 5
BATTLE COMMANDS 6
MAGIC AND SUMMONING 8
THE MENU SCREEN 10
SHOPPING 12
THE WORLD OF TIRASWEEL 14
THE EIGHT KINGDOMS 16
GAME CHARACTERS 18
KEYWORDS 22
CREDITS 26
WARRANTY 29

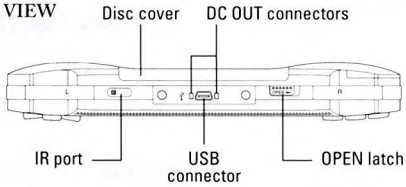
Thank you for purchasing The Legend of Heroes™ II: Prophecy of the Moonlight Witch™. In order to insure full enjoyment of this game, please be sure to read this User Manual before playing the game. Also, please be sure to keep this User Manual in a place where it won't be lost or damaged.

Getting Started

RIGHT SIDE VIEW



FRONT VIEW



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT **The Legend of Heroes™ II** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the S button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

MEMORY STICK DUO™

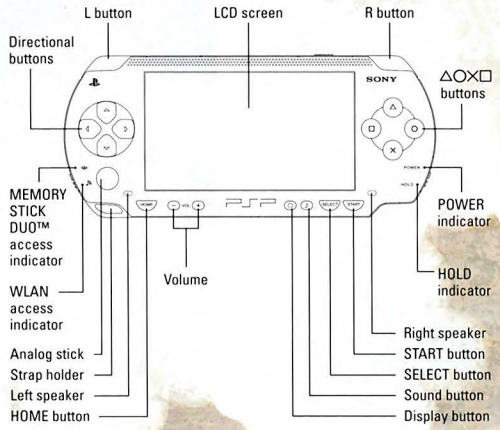
Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the memory stick slot of your PSP™. You can load saved game data from the same memory stick or any Memory Stick Duo™ containing previously saved games. Saving game data requires a Memory Stick Duo™ with at least 416 KB of free space. Start the game after inserting the Memory Stick Duo™ into the Memory Stick Duo™ slot. Never remove the Memory Stick Duo™ from its slot while loading or saving game data.

NOTE: The game requires 416 KB of free space for 256MB – 2GB Memory Stick Duo™ and 368 KB of free space for 32MB – 128MB Memory Stick Duo™.

Starting Up

PSP™ (PLAYSTATION®PORTABLE) SYSTEM CONFIGURATION



GAME CONTROLS TYPE A

L button / R button	Change characters
△ button	Close menu/Cancel
○ button	Pet Menu
□ button	Menu
× button	Confirm button
START button	Used at Main Title Screen
Directional buttons	Move / Select
Analog Stick	Move / Select
SELECT button	Not Used

TYPE B CONTROLLER TYPE

Direction Keys	Move / Select
Analog Stick	Move / Select
○ button	Cancel
× button	Confirm
△ button	Open menu
□ button	Pet Menu
START button	Used at Main Title Screen
SELECT button	Not Used

NOTE: Button commands described in this manual are as per the default settings. You can change button configuration Types in the System menu.

The Screen

MOVING ON THE FIELD

You can move on the field by pressing the Analog Stick or the Directional buttons. On field maps with high and low areas, you can move normally across low barriers but you must climb high barriers by using stairs or the like.

SPEAKING WITH CHARACTERS

When you move close to another character in towns or villages, an icon will appear. Press the ⊗ button while standing in front of the person you wish to speak to.

SEARCH

When on the field, an icon will appear at locations where you can press the ⊗ button to examine that area.

Sometimes your pet will find items on the field. Pressing the ⊗ button will retrieve the items.

IMPORTANCE ICONS

Some icons will have a mark like those to the left. This means that the referenced information is vital to game progress or to the world history (see page 13 for details).

Battles

BATTLE PROGRESS

Battles begin when you make contact with an enemy on the field. Higher level monsters will chase Jurio's group. Lower level monsters will try to run away. Monsters that are far away and haven't noticed the group will do nothing.

Agressive (Stronger than you)

Evasive (Weaker than you)

Unaware of you

You choose actions for each character. The battle begins when you have given instructions to all group members.

Characters that have been instructed to attack will automatically move to where a monster is and use a normal attack on it. Characters that have been instructed to Wait will move where directed and hold back. You can give individualized instructions during battles.

The battle is complete when you have defeated all enemies. The number of experience points gained is displayed, and if you have the required number of experience points then you will level up. You may also pick up items that the monsters may leave behind after battle. The game is over if all characters are knocked unconscious.

Battle Commands

You can give individual commands to characters during battles. Use the Directional buttons to select the actions you want the character to perform.

ATTACK

Commands the character to attack the targeted enemy with their equipped weapon. The Character will have to walk into the effective range of the weapon to successfully perform the Attack.

TARGET

The specified enemy becomes the target of the attack.

MAGIC

This command allows you to select the magic you wish to use. Next, you will choose the target for your spell. You will select a party member for healing or aid spells. For spells that are effective over a wide range, select the character that will become the center of the spell. The spell will take effect after it is cast. You cannot use spells if you do not have enough MP.

FINISHING MOVES

There are powerful finishing moves that you can only use when your Power gauge is at "Full!" status. The finishing moves differ for every character. Power is increased when you inflict damage on an enemy, or when you take damage from an enemy.

LODI'S SWORD FANG

CHRIS' LIGHT CACTUS

ITEMS

This allows you to use an item in your inventory.

WAIT

Use this command to move the character to a specific point on the battlefield and then have them wait out the turn.

ESCAPE

Escape removes you from the battle. The monsters will still be on the field even when the battle is ended. To be safe, you will need to run away.

GOING UNCONSCIOUS...

Characters whose HP are reduced to zero during battles are knocked unconscious. This status is not removed at the end of battle, so be sure to use the healing item "Stimulant" or sleep at an inn.

ROULE IS UNCONSCIOUS

Magic and Summoning

There are two main branches of magic: Kand magic, which is focused on attacks, and Chapel magic, which focuses on healing and aid. Chris uses Chapel magic.

LEARNING NEW SPELLS

You can obtain new magic spells by reaching the appropriate level.

CHRIS HAS LEARNED A CHAPEL SPELL

MORRISON HAS LEARNED A KAND SPELL

SPIRIT MAGIC

Jurio isn't able to use magic, but when certain conditions are met his Silver Dagger will contain the power of the Spirits, allowing him to use Spirit magic. Spirit magic uses a lot of MP, but it is a powerful form of magic that can cause high damage to entire groups of enemies. There are five types of Spirit magic, starting with that of the water Spirit Neraidea. All five types are offensive magic used only in battle.

SUMMONING THE FIRE SPIRIT

MAIN CHAPEL SPELLS

Cure.....Heals a small amount of damage for a single character. (4 MP)

Recure.....Heals a large amount of damage for a single character. (10 MP)

LaCure.....Heals a small amount of damage for all allies. (10 MP)

Cure Poison.....Cures a poisoned character. (5 MP)

Revive.....Revives an incapacitated character. (20 MP)

Wind Cutter.....Launches blades made from pure air at a single enemy. (4 MP)

Defense Up.....Reduces damage from enemy attacks. (8 MP)

Avoidance Up.....Helps a character dodge enemy attacks. (10 MP)

MAIN KAND SPELLS

Rock Shot.....Launches rocks at a single enemy. (4 MP)

Fireball.....Launches a ball of fire at a single enemy. (4 MP)

Waterball.....Launches a ball of compressed water at a single enemy. (4 MP)

Lightning.....Launches a lightning bolt at a single enemy. (4 MP)

Fireball.....Launches a ball of fire at a single enemy. (4 MP)

Silver Bullet.....Attacks enemies in a large area with a volley of magical projectiles. (20 MP)

Panic.....Confuses an enemy, making it unable to tell friend from foe. (15 MP)

Attack Up.....Boosts a character's strength. (15 MP)

Speed Up.....Boosts a character's speed. (15 MP)

Speed Down.....Makes enemies easier to hit. (10 MP).

The Menu Screen

EQUIPMENT

This screen allows you to change a character's status display and equipment. Choose the character to change by pressing the L button or the R button. Each character can equip an appropriate weapon, armor, shield, and up to two accessories. Selecting a piece of equipment will display equipment that it may be replaced with. This screen also informs you of parameter changes that will result from equipping items.

PARAMETERS

ATT An overall attack power resulting from the character's base strength and the weapon the character is wielding.

DEF An overall defensive power resulting from the character's base strength and the armor the character is wielding.

MAT Offensive power with regard to magical attacks.

MDE Defensive power when attacked by magic.

HIT Ability to hit enemies with attacks.

AVO Ability to avoid enemy attacks.

SPD Determines the characters turn during battle.

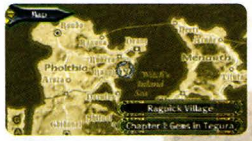
ITEMS

This displays a listing of the items possessed. You can select healing items and other items that can be used on the field to use them. Weapons, event items, and other items that can't be used in the field are displayed in black. You can only carry up to 10 of any one item.

MAGIC

Selecting this displays a list of spells learned and their associated MP cost, and also special attacks. Use the L button or the R button to change the character being viewed. If any characters have lost HP, you may use healing spells here.

MAP



Selecting this menu item displays a full map of Tirasweel. A blinking red dot indicates your current location. Move the cursor with the Directional buttons to see the location of towns and roads.

HISTORY

This shows a history of events in the Gagharv calendar. See page 13 for details.

DATA

Save: Save the game progress.

Load: Restart the game from a previously saved location.

Delete: Select and delete from among all save data.

SYSTEM

Message: Changes the display speed for messages. Choose between Normal and Fast.

Controller: Changes button assignments. The game is initially set to Type A.

TYPE A	LAYOUT B
○ **button:** Pet menu	○ **button:** Cancel
✕ **button:** Confirm	✕ **button:** Confirm
△ **button:** Cancel	△ **button:** Menu
□ **button:** Menu	□ **button:** Pet menu

Combat Pop-ups: Sets whether character lines are displayed during battles.

Load Vol. 1 data: Players who played the previous Volume in the series, The Legend of Heroes™: A Tear of Vermillion™, may load any saved data from that game into The Legend of Heroes™ II: Prophecy of the Moonlight Witch™. Doing so will unlock the story that took place during The Legend of Heroes™: A Tear of Vermillion™ and before The Legend of Heroes™ II: Prophecy of the Moonlight Witch™. Read this unlockable story in the HISTORY section, found in the in-game Menu screen.

Shopping

MONEY AND EXCHANGE

When you defeat monsters you receive Lapica (units: Gores). You can exchange Lapica for money (units: Piers) and arms and goods shops. You must have Piers to purchase items.

STORE TYPES

In addition to arms stores and goods shops, there are also inns where you can spend the night in. Buildings that contain arms or goods shops will have a sign outside them.

ARMS STORES

These stores sell weapons and armor.

GOODS STORES

These stores sell healing items and accessories. They sometimes also sell special items such as novels.

TRADERS

Villages that don't have any stores may have traders in them. You can use traders to exchange for money and to buy things, just as with a store.

PURCHASING AND SELLING ITEMS

You can buy and sell items at stores. When you purchase weapons or armor, the parameter changes that will result by equipping that item are shown. Blue numbers show parameters that will increase, and red numbers show parameters that will decrease. If parameters won't change, or if you can't equip the item, then nothing is displayed.

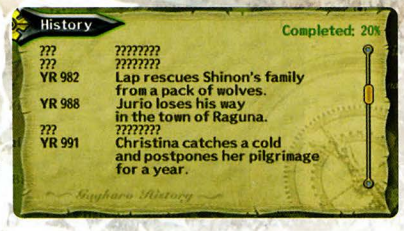
INNS

All HP and MP are fully restored by sleeping at an inn. It does not cost money to stay at an inn. Some small villages may not have inns.

WORLD HISTORY

As you travel about on your journey and speak to the people you meet, you will learn about events from this world's history. You can see a listing of those events by choosing World history from the Menu Screen. Most of the items marked as "???" will become filled in as you play the game, but some events will not be learned about until you speak with certain people or read certain books.

Subjects and places that are related to the world history are marked with this icon.


History
Completed: 20%
??? ????????
??? ????????
YR 982 Lap rescues Shinon's family from a pack of wolves.
YR 988 Jurio loses his way in the town of Raguna.
??? ????????
YR 991 Christina catches a cold and postpones her pilgrimage for a year.
Gaphara History

The World of Tirasweel

There was a time when people did not forget to be thankful for all things, and there was a world called Tirasweel. That world was made up of eight kingdoms: Pholthia, Menarth, Chanom, Oldos, Udor, Phenthe, Ambiasch, and Ghidona. A precipitous cliff known as the Serpent's Spine and an enormous fissure called Gagharv surrounded these kingdoms, preventing communication with the world beyond. There were, of course, those who went off to see what lay beyond the seas, but the technology for long sea voyages did not yet exist, and those brave explorers disappeared into the silence of the ocean. Tirasweel was a land surrounded by an unknown world.

GAGHARV

Gagharv is an enormous fissure that splits the continent in two. Strange currents that blow up from it can confuse the navigational abilities of even migratory birds, and so far no person has found a way to safely cross it.

THE WITCH'S INLAND SEA

This inland sea is the source of many legends of witches. The people fish here for snow salmon, so-called because they appear to be covered in a layer of newly fallen snow.

THE SILENT SEA

Leaving the shoreline in this area, one soon finds that the waves and wind fall silent here. Many ships have tried to sail beyond this sea, but none have ever returned.

THE SERPENT'S SPINE

This is a gigantic mountain range that cuts through the southern edge of Ambisch and Phenthe. Legend has it that the giant Tatatosis battled with a giant serpent here.

The Eight Kingdoms

PHOLTHIA

This country is surrounded on three sides by ocean. Warm trade winds blow in from its northwest shores, making it a far easier place to live than Menarth, though both lie at the same latitude. Thanks to the hospitable climate and the wise leadership of King Rudolph, the capital city Roudo has experienced a long period of development. This land is blessed with many hills and valleys, creating numerous types of landscape. The water of the Crystal Lake near the village Ragpick is so clear that it perfectly reflects the sky above it. Next to the lake lies the Shrine of Deane, this serves as a destination for pilgrimages by people of this area.

MENARTH

The capital of this kingdom is Nelva, and is protected by a sturdy fortress. This country tends to have poor crops, as its land is sparse and its climate is cold. This is a hard land for its people, ridged to its east by ice-clad mountains. This island Negar, floating in the Silent Sea, produces peat and some (but few) gemstones. The livelihood of the people of the island is aided by the mining the precious stone known as "Crimson Fire".

CHANOM

Crossing from Menarth through the Valley of the Twin Falls, the first thing one notices on entering this country is its wealth. The rich gather at the national casinos in its capital Dice, and the people of that city spend night and day at the gambling tables. If one were to continue on towards the southeast, however, one would see poor villages filled with people who can hardly feed themselves. No country in Tirasweel has such a great gap between rich and poor as Chanom.

OLDOS

Oldos, a country completely surrounded by walls, is unique in Tirasweel in that it is known as a city of sages and magicians. Thanks to a desire to spread the use of magic, the people of this country are well educated and many travel the known world after completing their training here. The country is at low latitudes, and uses numerous windmills to draw water from underground. Travelers shouldn't miss the towns crisscrossed with canals and lined with windmills. Some consider this country as a destination during pilgrimage.

UDOR

This land is covered in thick forests, and protected from the west and the south by the Sleeb and Grace Mountain Ranges. The capital city is small, and seems to be on the verge of being swallowed by the surrounding forest. The history of Udor is one of battle between humans and the forests. The forests are the home of many beasts wishing to expand their homes, and so conflict is unavoidable. There are those, however, who strive to live in harmony with the forest.

PHENTHE

Rupinas, the largest lake in Tirasweel, lies in the center of this country. The north is a land of rugged mountain ranges, and herding is the main industry. The south is filled with smooth plains and so is more suited to farming. The capital is the city Haizen, to the north, and the second most important city is Horuku, to the south. Travelers should expect trouble on the royal roads that criss-cross this country. Phenthe is ruled by two kings, Eneton and his younger brother Carrak.

AMBISCH

A range of active volcanoes, the Serpent's Tongue, lines the eastern border of this country, but around the capital city Amdera lakes known as The Giant Tracks provide bountiful water. The naming of these geographical features comes from the legend that a giant once defeated a giant serpent in battle here. This legend may be one of the reasons that many great knights hail from this land. Most of this country's economy is based in Amdera and the port city Bolt. This is not a wealthy country, but the people are blessed with leaders who provide a stable lifestyle for them.

GHIDONA

The people of this country live lives as dry as the desert that covers 70% of its surface area. Fabulous palaces line the streets of the capital city Ghidonel, lending an air of prosperity. To the south, Baraka too is a large town with a coliseum. In this country, cash is king, and even human life has its price. This land is rich in history, and probably the oldest city in Tirasweel. Ancient ruins lie near the central mountain range, lying silently as if forgotten.

Game Characters

JURIO

Jurio is 14 years old, and is from the village of Ragpick in Pholthia. He is relaxed and a bit shy, but has a strong spirit. He is often bossed around by Chris, but he is brave enough to stick to his guns when he needs to. Jurio is heading out with Chris on a pilgrimage to the Oldos Cathedral as part of his coming-of-age ceremony.

CHRIS

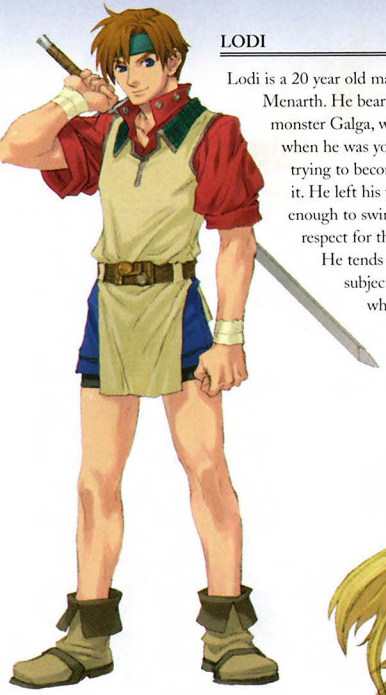
Like Jurio, Chris is also from Ragpick Village. She is cheerful and easygoing, but unlike Jurio, she is quite strong-willed. Though she can be unyielding and tomboyish, she also has a delicate side. Though he is only one year younger, she tends to think of Jurio as an underling. She is a user of Chapel magic.

GOOSE

Goose is 23 years old and is Shirla's partner. He is an attractive man, but terribly clumsy and has never succeeded in stealing anything. He is always joking around and is gifted with a silver tongue. Once he feels he has a strong position in things, he'll push it through to the end. He is extremely gifted at throwing things such as ropes and stones.

SHIRLA

Shirla is a thief who has teamed up with Goose to take on Tirasweel. While she is quite skillful, her partner is so inept that they are never able to pull off a job, making her want to end their partnership many times. She is a rare beauty, and a master of disguise and archery. She is 22 years old.



LODI

Lodi is a 20 year old man from Negar Island in Menarth. He bears a lifelong hatred of the sea monster Galga, which took his father's life when he was young, and has spent his life trying to become strong enough to defeat it. He left his village as soon as he was old enough to swing a sword. He holds great respect for the Pholthian paladin Durzel. He tends to become upset when the subject of Galga comes up, but when fighting he is calm and collected.

FILLY

Filly is 14 years old and lives with her mother on the outskirts of a town in Phenthe. Both commoners and royalty throughout Phenthe know her well for her ability to prepare medicines, a skill that she learned from her mother. She loved by all because she is kind and non-judgmental to all people, and cheerfully polite. She is friends with a bear cub, Bang-Bang.

ALF

Alf is a middle-aged man who is apparently from Ambisch, but all other details are shrouded in mystery. His speech patterns and the way he interacts with people hint that he is not good at social interactions, and he is somewhat detached from others. At first he seems unreliable, but he has a brilliant side as well. He seems to be interested in the activities of the sea monster Galga.

HUCK

Huck lives in the port town Raguna in Pholthia, and is the uncle of the ever-absent Chris. He has a particular interest in the Moonlight Witch, and spends so much time researching her, that friends and relatives think that he's lost his mind. He often uses the phrase "Due to an inevitable twist of fate..."

LAP

Lap is older than even the current village elder of Ragpick, and lives alone outside of the village. He is a very odd character who tends to exaggerate, but he gets along well with Chris and Jurio. No one is sure why, but on occasion Lap receives visitors from very far away.

Keywords

PILGRIMAGE

The people of Tirasweel started this custom as a re-enactment of a magical ceremony performed hundreds of years ago by another-world witch. The pilgrimage consists of looking into Magic Mirrors found in the Shrine of Deane (Pholthia), Tegura (Menarth), Igunis (Ambisch), Shifool (Udor), and Oldos, in that order. The ceremony continued after the witch disappeared, but now it only remains as the coming-of-age ceremony of Ragpick Village. When the children of Ragpick reach 14 years of age, they leave the village with the Silver Dagger, departing on a journey to visit the Shrines.

SILVER DAGGER

A silver dagger is the symbol that marks a pilgrimage. It is needed to look into the Magic Mirrors, and having one gives the pilgrim free use of inns and boats. This also acts as a pass through checkpoints.

SHRINES

These are shrines that exist in five locations throughout Tirasweel. They are said to have been built by an other-world witch. Each contains a Magic Mirror which shows a beautiful landscape to one who is pure of heart. Each of the Shrines is dedicated to one of the elements: water for the Shrine of Deane, earth for the Shrine of Tegura, fire for the Shrine of Igunis, air for the Shrine of Shifool, and heavens for the Shrine of Oldos.

CRIMSON FIRE

These are extremely rare gemstones that are mined in very small quantities on the Menarthian island of Negar. They are cultured by placing them in peat bogs found deep in mines, where they are able to grow large. Gems that have been left the bogs for too long can cause a huge explosion from the slightest shock.

THE SEA MONSTER GALGA

Galga is a giant sea beast, larger than a whale. Some say that its nest lies off the coast of the Silent Sea. Normally it is quiet, but it is said to attack anyone who approaches its nest. Few people ever see it, but sailors in the area fear it as much as they do storms.

MAGIC

Magic has a short history in Tirasweel. Just 20 years ago very few people practiced it, but then the first High Priest of Oldos created Kand and Chapel magic, and taught it to those studying in Oldos. On completing their studies, these new gurus went out to the towns and villages, where they taught the use of magic, which the people found very useful. The two types of magic require fundamentally different talents, and so cannot be learned together. Those who have attained high levels of magical ability are given the title "Master".

THOMAS AND SOPHIE

Captain Thomas and the Swordmistress Sophie are characters from novels that are well-loved by the people of this land. Captain Thomas in particular is a favorite with children, who love to hear of his adventures on the wide open seas, piloting his ship "The Planetos" and doing battle with the Pirate King Ramon.

CHECKPOINTS

All borders between the Eight Kingdoms have checkpoints where travel between countries is controlled. Travel to adjoining countries requires applying for and obtaining traveling papers to verify one's identity. The traditions of Ragpick Village are well known, and possession of a Silver Dagger is enough to identify one as a pilgrim, forgoing the need for traveling papers. There may, of course, be new recruits who do no yet know this.

The Legend of the Moonlight Witch

They say that her hair was silver with the slightest touch of purple, and even in moonlight it shined beautifully like the dawn on dewy grass. Her eyes were blue, and as clear as any natural spring.

Through snow, under the moon, against the wind, day and night, she spun her journey like a thread, unnoticed by any other.

She would appear suddenly in towns, looking just like any other young girl...

Always quiet, and with a lonely expression her journey took her from town to town. She left only words.

She gave warnings about the future, told of paths that must be taken, of cautions to be heeded.

The waves of tragedy start as ripples. Before threats could become assaults...

She continued her pilgrimage as if it were her life.

She had the power to see the future. She was a witch by birth.

When she prophesized of good fortune to follow, the people sang her praises. When she spoke of poor fortune, the people gave her only curses.

The Moonlight Witch.

That's what the people came to call her.

That was 20 years ago... An era when there was no Kand or Chapel, when magic was scarcely known to the people.

When the people knew only fear for witches.

In due course, the Moonlight Witch disappeared, and none knew of her whereabouts. People came to speak of her as of a myth.

Long ago, a girl known as the Moonlight Witch traveled through Tirasweel.

She left only words, and then she left us.

Credits

THE LEGEND OF HEROES™ II: PROPHECY OF THE MOONLIGHT WITCH™

Developed by:
BEC

Produced by:
NAMCO BANDAI Games Inc.

Published by:
NAMCO BANDAI Games America Inc.

PRODUCTION

Senior Vice President
Naruo Uchida

Senior Product Manager
Atsushi Minowa

Localization Manager
Brian Glazebrook

MARKETING & PR

Marketing Director
Yoko Nakao

Product Marketing Manager
Tara Samuels

Marketing Translator
Thomas Huston

Senior PR Manager
Mika Kelly

PR Specialist
Robert Cogburn

MARKETING & PR

Senior Operations Manager
Jennifer Tersigni

QUALITY ASSURANCE

Director of Product Services
Glen Cureton

QA and Customer Service Manager
Chuck McFadden

QA Supervisor
Daryle Tumacder

QA Lead
Merwin O. Del Rosario

QA Testers
Chris Flores
David Miller
Mike Stevens

Special Thanks To:
Genichi Ito
Nobuhiro Kasahara
Garry Cole
Makoto Iwai
Taka Sasanoi
Yoshinobu Matuo
Brian Schorr
Jae Chang
Ryan Chennault
Raymond Chung

Special Thanks To:
Kohnke Communications
Tom Usher Designs

The Legend of Heroes © 2006 Nihon Falcom Corporation. Game code © 2006 NAMCO BANDAI Games Inc.

Prophecy of the Moonlight Witch is a trademark of NAMCO BANDAI Games America Inc.

Falcom
Used under license from Nihon Falcom Corporation.

Notes

Notes

LIVE HELP NOW AVAILABLE ONLINE!

Ever get stuck and just need that extra edge to beat the level?
Having problems getting your game to work properly?
Now you can get one-on-one help from NAMCO BANDAI Games America Inc.
using your web browser!

Simply go to livehelp.namco.com for more details.

Live Counselors available from 9am-5pm Monday-Friday Pacific Time.

NAMCO BANDAI Games America Inc.
ATTN: Customer Service
4555 Great America Parkway, Suite 201
Santa Clara, CA 95054

Before returning any defective materials to us, please contact us for a Return Merchandise Authorization (RMA) number. You can reach us at the address above, via e-mail at support@namco.com or contact us directly at (408) 235-2222. Please note that any materials sent to us without an RMA number will be refused and returned. We highly recommend that you use a traceable and / or insured method of shipping the materials to us.

Namco Online: www.namcobandaigames.com
Visit our Website to get information about our new titles.

LIMITED WARRANTY

NAMCO BANDAI Games America Inc. warrants to the original purchaser that this NAMCO BANDAI Games America Inc. UMD shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, NAMCO BANDAI Games America Inc. will repair or replace the defective game pak or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

LIMITATIONS ON WARRANTY

Any applicable implied warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall NAMCO BANDAI Games America Inc. be liable for consequential or incidental damages resulting from the possession or use of this product.

The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.

To register product online go to
WWW.NAMCOREG.COM

Me & My Katamari™&©2003 2005 NAMCO LTD., ALL RIGHTS RESERVED. © NAMCO BANDAI Games America Inc. 2006 All Rights Reserved. "PSP" is a trademark and "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required (sold separately). The ratings icon is a trademark of The Entertainment Software Association. All other trademarks belong to their respective owners.

A long time ago, a girl traveled around Tirasweel. Her silver hair shone even in the moonlight, and her eyes were clear as a fountain. She could cast a glance into the future. When good things happened, people admired her. When bad things happened, people accused her. Some people called her the Moonlight Witch. A long time ago, a Witch traveled around Tirasweel. She disappeared, leaving many questions behind...

Colorful 2D sprites inhabit a rich, detailed world.

See enemies on the world map – no more random encounters!

Fill up the "Deadly Meter" to unleash a devastating blow on enemies.

Perfect for a handheld system: save at any point outside of battles and events.

1 Player | Memory Stick Duo™ 416 KB

NAMCO BANDAI Games America Inc. 4555 Great America Parkway, Suite 201, Santa Clara, CA 95054

The Legend of Heroes © 2006 Nihon Falcom Corporation. Game code © 2006 NAMCO BANDAI Games Inc. Prophecy of the Moonlight Witch is a trademark of NAMCO BANDAI Games America Inc. All other trademarks belong to their respective owners.

Licensed for distribution in North America and Mexico on the PSPTM (PlayStation®Portable) system. PSP and "UMD" are trademarks of Sony Computer Entertainment Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required. Memory Stick Duo is a trademark of Sony Corporation. The ratings icon is a registered trademark of the Entertainment Software Association. Manufactured and printed in the U.S.A. U.S. AND FOREIGN PATENTS PENDING.

7 22674 15015 6

Falcom
Used under license from Nihon Falcom Corporation.

UMD™ UNIVERSAL MEDIA DISC

BANDAI NAMCO Games

EVERYONE 10+
E 10+
Alcohol Reference
Language
Mild Fantasy Violence
Mild Suggestive Themes
ESRB CONTENT RATING www.esrb.org

PSP™

The Legend of Heroes™ II
Prophecy of the Moonlight Witch™

ULUS 10125

UMD™ UNIVERSAL MEDIA DISC

PSP™

The Legend of Heroes™ II
Prophecy of the Moonlight Witch™

EVERYONE 10+
E 10+
CONTENT RATED BY ESRB

BANDAI NAMCO Games